

**In the Claims**

1. (Currently amended) A board game comprising:

a plurality of player markers;

a game board having an outer circle, an inner circle, and a center region, wherein said outer circle and inner circle include a plurality of spaces thereon for movement of player markers, and wherein said center region includes a map and district spots that are separate from said plurality of spaces and correlate to locations on said map, said plurality of spaces including:

a plurality of equipment spaces, whereby a player obtains an equipment card indicated by a landed-on equipment space;

a plurality of task spaces, whereby a player takes a task card at random from a collection thereof upon landing on a task space and attempts to complete a task which indicated on the task card by turning in at least one equipment card in their possession;

random number generating means for determining movement of the player markers about the board; and

rank badges which may be obtained by at least one of a player landing on a promotion space of the board and as a result of instructions indicated on a duty card, wherein said rank badges reduce the number of equipment cards needed for completion of the task.

2. (Cancelled).

3. (Previously presented) A board game according to claim 1, wherein the game board further comprises a plurality of district markers, which are separate from said plurality of

player markers, for placement on an obtained district spot to indicate ownership thereof, regardless of whether the district spot was previously owned or not.

4. (Previously Presented) A board game according to claim 1, wherein the player pieces, equipment cards, and/or district markers are marked to indicate the player associated therewith.

5. (Original) A board game according to claim 4, wherein the player pieces, equipment cards, and/or district markers are color-coded to indicate the player associated therewith.

6. (Previously presented) A board game according to claim 4, wherein the player pieces, equipment cards, and/or district markers are indicated with a city name to indicate the player associated therewith.

7. (Previously presented) A board game according to claim 1, wherein said game board further comprises a plurality of duty spaces, whereby a player landing thereon takes a duty card at random from a collection thereof and follows instructions for playing the board game indicated on the duty card.

8. (Original) A board game according to claim 7, wherein duty cards indicate firefighting-related instructions.

9. (Previously presented) A board game according to claim 7, wherein duty cards include cards having instruction to place a particular equipment card on a garage space on the board resulting in the particular equipment card being temporarily unusable.

10. (Original) A board game according to claim 9, wherein the game board further comprises at least one back-in-service space, whereby a player landing thereon may return any or all of their equipment cards which are on a garage space to their possession.

11. (Previously presented) A board game according to claim 7, wherein the game board further comprises at least one injury space, whereby a player landing thereon must proceed to a hospital space on the board where the player remains until liberated.

12. (Previously presented) A board game according to claim 1, wherein task cards indicate either a specific district to be obtained or a choice of districts.

13. (Original) A board game according to claim 11, wherein a player may be liberated from a hospital space by obtaining a preselected number using the random number generating means or by use of a particular duty card.

14. (Cancelled)

15. (Original) A board game according to claim 14, wherein the rank badges represent a rank of firefighting.

16. (Original) A board game according to claim 15, wherein the ranks include, from lowest to highest, some or all of firefighter, lieutenant, captain, deputy chief, and fire chief.

17. (Previously presented) A board game according to claim 1, wherein the game board further comprises at least one mutual aid space, whereby a player landing thereon is permitted to turn in, in addition to any of their own equipment cards, one or more equipment cards from another player in order to complete a task.

18. (Previously presented) A board game according to claim 1, wherein the game board further comprises at least one start space upon which players may place their playing piece at the game's outset.

19. (Previously presented) A board game according to claim 1, wherein the plurality of spaces is in the configuration of a maltese cross.

20. (Previously presented) A board game according to claim 1, wherein said random number generating means comprises at least one die.

21. (Previously presented) A board game according to claim 1, wherein equipment cards indicate a piece of equipment useful for fighting a fire.

22. (Previously presented) A board game according to claim 1, wherein task cards indicate a firefighting task.

23. (New) A board game comprising:

a plurality of player markers;

a game board having a plurality of spaces thereon for movement of player markers, said plurality of spaces including:

a plurality of equipment spaces, whereby a player obtains an equipment card indicated by a landed-on equipment space;

a plurality of task spaces, whereby a player takes a task card at random from a collection thereof upon landing on a task space and attempts to complete a task which is indicated on the task card by turning in at least one equipment card in their possession; and

random number generating means for determining movement of the player markers about the board;

wherein the game board further comprises a plurality of district spots, separate from the plurality of spaces, obtainable upon successful completion of a task and wherein the game further comprises a plurality of district markers for placement

on an obtained district to indicate ownership thereof, regardless of whether the district was previously owned or not.